



This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

We also ask that you:

- + *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.
- + *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.
- + *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.
- + *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at <http://books.google.com/>

A decorative border in a dark brown ink, featuring stylized floral motifs, acanthus leaves, and geometric shapes like squares and circles, framing the central text.

THE CHESS PRIMER



600076770X





THE CHESS PRIMER :

A Stepping-Stone for Beginners,

TEACHING THE PRELIMINARY DETAILS,
SUPPLEMENTED BY A SERIES OF
ILLUSTRATIVE GAMES,

WITH

REASONS FOR EVERY MOVE APPENDED,

AND

THE LAWS OF THE GAME.

By WILLIAM COOK,

AUTHOR OF THE "SYNOPSIS OF THE CHESS OPENINGS."



LONDON :

SMART AND ALLEN, PATERNOSTER ROW.

WALSALL :

J. AND W. GRIFFIN, THE BRIDGE.

1880.

268. c. 609.

TABLE OF CONTENTS.

INTRODUCTION.—HISTORICAL EPITOME.

CHAPTER I.

THE NATURE OF THE GAME. DESCRIPTION OF THE BOARD AND
MEN: THEIR ARRANGEMENT AND MOVEMENTS. RELATIVE
VALUE. METHOD OF CAPTURING, ETC.

CHAPTER II.

THE NOTATION AND TABLE OF ABBREVIATIONS.

CHAPTER III.

DEFINITIONS. AN EXPLANATION OF THE TECHNICAL TERMS.

CHAPTER IV.

LAWS OF THE GAME.

CHAPTER V.

GENERAL OBSERVATIONS. GENERAL PRINCIPLES. THE OPENINGS.

CHAPTER VI.

GAMES, WITH EXPLANATORY NOTES AND REASONS FOR EVERY
MOVE.

CHAPTER VII.

ENDINGS OF GAMES.

INTRODUCTION.

AMONG all the sedentary amusements invented by the *Sages of Antiquity*, for the recreation of the industrious or the entertainment of the unemployed, the "Royal Game" has the pre-eminence, on account of its intellectual character and its infinite variety. The history of Chess is enveloped in obscurity, and has been a subject of diligent research. From the writings of Professor Forbes and Dr. Linde, the most modern and reliable of Oriental Chess Historians, we learn that it had its origin in India, where a similar game, called "Chaturanga," had been practised for ages. Early in the sixth century this ancient pastime was known to the Persians, but its designation had been changed to "Shatranj," and the method of playing materially altered. The Mohammedan Arabs probably acquired the new Mediæval system, when they overthrew the Persian Empire, in the seventh century, and carried it along on their tide of conquest to Western Europe. The Spanish Courts of these victorious Moslems were the centres of literature and science. Learned men, from all parts of the Continent, visited these Eastern schools, where, according to Arabian and Spanish manuscripts, Chess was very popular. Thus the knowledge of the game was diffused to surrounding nations.

Tradition relates that it was introduced into England about the tenth century. Canute the Great was a Chess player, and numerous are the crowned

heads and leading statesmen whose names are enrolled on the list of Caissa's votaries.

The literature of the game is more extensive than is generally supposed. Nearly a thousand volumes have been published, exclusively devoted to its study and practice. Several of our leading journals insert Chess columns, edited by the "best talent," and excellent monthly periodicals are issued both in our own and in foreign languages. Such is a brief epitome of the history of this most interesting pastime.

CHAPTER I.

The nature of the Game. Description of the Board and Men. Their arrangement and various movements. Relative value. Method of capturing, &c.

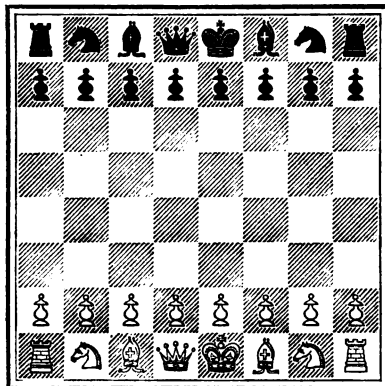
THE Game of Chess is a battle between two fictitious combatants, who seek to imprison the adverse King in a position from which he cannot be extricated; this is termed "Check-mate" (see definition 6). The field of battle is a chequered board of sixty-four squares. The lines of squares running upward are termed *files*, those from left to right *ranks*, and the rows of squares running obliquely are called *diagonals*.

Each player is possessed of sixteen men; eight pieces, with their respective Pawns, viz.,

One KING	...	...		
One QUEEN	...	...		
Two ROOKS (or CASTLES)				
Two BISHOPS	...	...		
Two KNIGHTS	...	...		
Eight PAWNS	...	...		

The following diagram represents the Board with men arranged in proper order for the commencement of a game :—

BLACK.



WHITE.

The board must be placed with a white square to the right hand of each player.

THE MOVES.

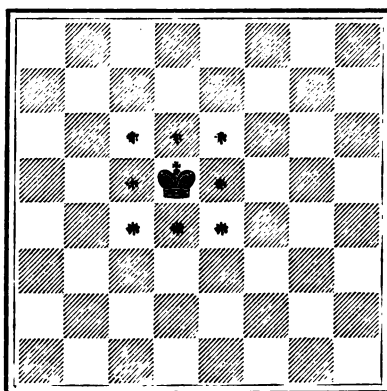
These are difficult to teach by definitions. Our system will principally consist of diagrams or pictures; but the movements could be more easily acquired by practical illustration from a friend acquainted with Chess. All the pieces can either move backwards, forwards, or sideways, over as many squares as may be vacant within their line of action. The Pawn, which is not classed as a piece, can only move forwards. The Knight is the only piece that can leap over any other man. All the other pieces, if debarred by any obstacle, are prevented from pursuing their course.

The KING ♔ ♚ is the chief personage; he can move to any of the squares adjoining that on which he stands, subject to certain restrictions to be mentioned hereafter. Once in a game he has the privilege of moving two squares (see Definition 24).

In the annexed diagrams all the squares, to which the piece whose move is under consideration may be played, are denoted by asterisks.

(Diagram illustrating the move of the King.)

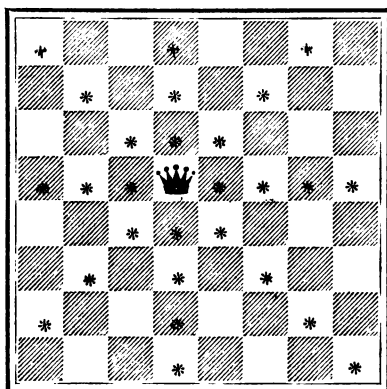
BLACK.



WHITE.

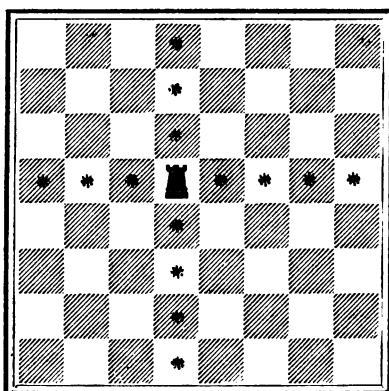
The QUEEN ♛ ♚ is the most powerful and valuable of the pieces. She can move in any direction, diagonally or straight, any number of squares.

(Diagram illustrating the move of the Queen.)



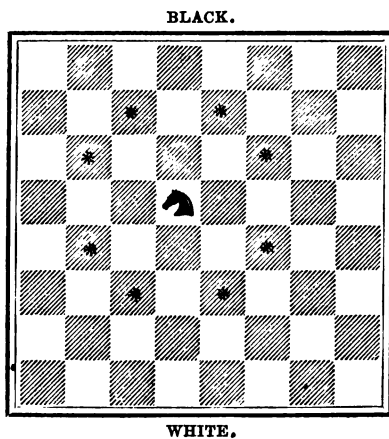
The Rook or CASTLE   is next in value to the Queen. He moves along the ranks and files any number of squares.

(Diagram illustrating the move of the Rook.)



The KNIGHT'S   move is complex, one square diagonally, and then one forward, to a square of a different colour from that whence he started.

(Diagram to illustrate the move of the Knight.)



The Pawn   can only move forward in a right line, and neither backward, obliquely, nor sideways, except in capturing, which will be described hereafter. The Pawn advances only one square at a time: each Pawn has, however, the option, the first time in the game he is moved, of being played either one or two squares, subject to a restriction explained under the term “en passant” (see Definition 15).

RELATIVE VALUE OF THE MEN.

It is impossible to give a definite estimate of their value; for it alters according to the positions they occupy. The following table is inserted to give a general idea of their worth in average positions:—

PAWN	=	1.
KNIGHT	=	3.
BISHOP	=	3½.
ROOK	=	4½.
QUEEN	=	10.

The King, from the nature of the game, is invaluable.

METHOD OF CAPTURING AN ADVERSE MAN.

The pieces all take in the same direction as that in which they move. The captor is placed on the square previously occupied by the adverse man, which must be removed from the board. The Pawn, as before indicated, captures in a different direction from his line of march. He takes diagonally, one square to the right or left, removing the adverse man, and occupying the vacated square. For the inflexion to this rule see Definition 15.

CHAPTER II.

**The Notation and Table of Abbreviations
adopted in this Book.**

EACH square on the board has a distinctive designation, a knowledge of which is necessary to enable the pupil to play over an analysis of an Opening or a Game from book.

(Diagram illustrating the Chess notation.)

BLACK.

Q ^R 8	Q ^K 8	Q ^B 8	Q ⁸	K ⁸	K ^B 8	K ^K 8	K ^R 8
Q ^R 7	Q ^K 7	Q ^B 7	Q ⁷	K ⁷	K ^B 7	K ^K 7	K ^R 7
Q ^R 6	Q ^K 6	Q ^B 6	Q ⁶	K ⁶	K ^B 6	K ^K 6	K ^R 6
Q ^R 5	Q ^K 5	Q ^B 5	Q ⁵	K ⁵	K ^B 5	K ^K 5	K ^R 5
Q ^R 4	Q ^K 4	Q ^B 4	Q ⁴	K ⁴	K ^B 4	K ^K 4	K ^R 4
Q ^R 3	Q ^K 3	Q ^B 3	Q ³	K ³	K ^B 3	K ^K 3	K ^R 3
Q ^R 2	Q ^K 2	Q ^B 2	Q ²	K ²	K ^B 2	K ^K 2	K ^R 2
Q ^R 1	Q ^K 1	Q ^B 1	Q ¹	K ¹	K ^B 1	K ^K 1	K ^R 1
Q ^R sq	Q ^K sq	Q ^B sq	Q ^{sq}	K ^{sq}	K ^B sq	K ^K sq	K ^R sq

WHITE.

From this diagram the learner will observe that each row of squares is named from the piece that originally stood on the lowest square of that row. In diagrams of Chess "End-games" or problems, the lower half of the board is understood to be occupied by the white men.

ABBREVIATIONS.

K	stands for	King and King's.
Q	„	Queen or Queen's.
R	„	Rook or Rook's.
B	„	Bishop or Bishop's.
Kt	„	Knight or Knight's.
P	„	Pawn or Pawn's.
ch	„	check.
dis ch	„	discovering check.
sq	„	square.
en pas	„	en passant.

In the algebraic notation the moves are expressed as fractions; the move of the first player, whom we invariably call White, being above the line, and the move of the second player, Black, below.

CHAPTER III.

Definitions : a brief explanation of the Technical Terms and Phrases relative to Chess.

1. "*Check.*"—When the King is attacked by an opposing piece or Pawn, he is in check, and, as the Laws of Chess never permit his capture, he must be immediately extricated, or the game is lost. There are three ways of thus freeing the endangered King, viz. :—

By taking the hostile piece or Pawn.

By interposing some friendly piece or Pawn between the King and the adverse piece that checks ; or by moving the King.

2. *Simple Check.*—When the King is directly attacked by the piece played.

3. *Discovered Check.*—When the piece moved does not give itself check, but unmask another which does.

4. *Double Check.*—The piece discovering check, as explained in Definition 3, frequently, in moving, administers a check simultaneously with the piece unmasked.

5. *Perpetual Check.*—When one player cannot prevent the continued checks of his opponent, he is reduced to "perpetual check," and the game is drawn.

MATES.

6. *Check Mate*.—When the King is in “check,” and neither of the modes of escape mentioned in Definition 1 are open to him, he is check mated, and the attacking player is victorious.

7. *Smothered Mate*.—A Knight is the only piece that can administer this mate.

(Diagram illustrating the Smothered Mate.)



8. *Stale Mate*.—When one player has no move remaining to him but to put his King in “check,” and is not at the moment in “check,” he is stale mated, which is a drawn game.

9. *Fool's Mate*.—A check mate accomplished in the shortest number of moves possible, as follows:—

WHITE.
1 P to K Kt 4
2 P to K B 4

BLACK.
1 P to K 4
2 Q to R 5 ch mate

10. *Scholar's Mate*.—A novice is frequently subjected to this speedy check mate. It is effected in the following manner, or with a slight variation:—

WHITE.
1 P to K 4
2 K B to Q B 4
3 Q to K R 5
4 Q takes K B P, giving check mate.

BLACK.
1 P to K 4
2 K B to Q B 4
3 P to Q 3

THE PAWNS.

11. *Doubled Pawn*.—When two Pawns of the same colour are on the same file, the foremost is known as a doubled Pawn.

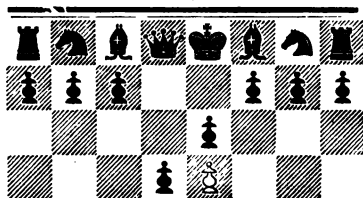
12. *Isolated Pawn*.—A Pawn is so designated when it stands alone, and cannot be supported by a companion Pawn.

13. *Passed Pawn*.—A Pawn is said to be “passed” when there is no opposing Pawn to prevent its onward march to Queen.

14. *Queening a Pawn*.—When a player has conducted a Pawn victoriously to the last square of a file, he is rewarded by the promotion of that Pawn (see Law XIII.).

15. *En passant*.—If a Pawn on his first move exercise the privilege of advancing two squares, and in doing so pass over a square attacked by a hostile Pawn, he is liable to be captured “in passing,” as if he had moved but one step. In the diagram annexed, suppose Black to have played P to Q 4 for his last move, White could take it “en passant” with his King’s Pawn on King’s fifth, removing the captured Pawn from the board, and placing his King’s Pawn on Queen’s sixth square, but must seize the opportunity immediately, as the privilege lapses unless at once exercised.

BLACK.



16. *Capped Pawn or Pion Coiffe.*—This degree of odds is seldom given, one of the players places a distinguishing mark on a Pawn, agreeing to check mate his adversary with that particular Pawn, and in no other manner. This contract is not easily effected, for the invaluable marked Pawn becomes the centre of attack, and, in the event of its capture, the player yielding the odds loses the game.

17. "*Partie.*"—This is a French expression; writers use it instead of the word game.

18. "*Odds.*"—A player, stronger than his adversary, frequently gives the latter odds at the commencement of the struggle. This is done either by lessening his own forces, or allowing his opponent one or more moves in advance, with other additional advantages.

19. *The Opposition.*—A player is said to gain "the opposition" when his King, in an end-game, where Kings and Pawns only remain on the board, possesses himself of the key square, thus compelling the adverse King to relinquish an advantageous position.

20. "*En prise.*"—A player holds his opponent's piece "*en prise*" when there is a chance of its capture.

21. "*The Exchange.*"—When a player is fortunate enough to gain a Rook for one of the weaker pieces, viz., a Bishop or a Knight, he is said to win "the exchange."

22. "*J'adoube.*"—A French term, meaning "I adjust" (see Law VI.).

23. "*Gambit*."—An Opening is termed a "*Gambit*" when a player is prepared to sacrifice a Pawn in order to gain an advantageous position or a temporary attack. Should the proffered Pawn be captured it is called the "*Gambit accepted*;" if it is not taken, it is said to be "*declined*" or "*evaded*." The Pawn sacrificed is known as the "*Gambit Pawn*."

24. "*Castling*."—Each player is entitled, once in a game, subject to the annexed restrictions, to perform a compound move, with his King and one of the Rooks simultaneously—this is termed "*castling*." Its adoption brings the Rook into more immediate action, and frequently places the King in a more secure position. The annexed diagrams will illustrate the method of "*castling*" with either Rook.

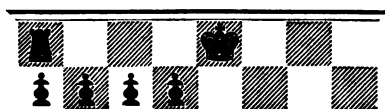
Position before "*Castling*" (King's Rook).



Position after "*Castling*" (K R).



Position before "*Castling*" (Queen's Rook).



Position after "Castling" (Q R).



The following are the restrictions to "castling:"—

If the King be in check.

If the King has moved.

If doing so necessitates the King passing over a square commanded by an adverse man.

If there be any piece intervening between the King and Rook.

If a Rook has been moved it is not eligible for "castling."

25. "*Drawn Game*."—When neither party can check mate his antagonist the game is drawn. The following are instances in which this occurs:—

1. By perpetual check (see Definition 5).

2. By either player persisting in an attack to which there is only one line of defence. This is similar to perpetual check.

3. By stale mate (see Definition 8).

4. By neither player deviating from a repetition of the same moves.

5. When, towards the close of a game, the stronger party cannot mate within the number of moves required by Law XI.

6. When neither side is strong enough in force to check mate.

CHAPTER IV.

Laws of the Game.

THE following Laws were established at a meeting of the British Chess Association, during the International Chess Congress, London, 1862, and are invariably adopted by every Metropolitan and Provincial Chess Club in the United Kingdom.

I.—THE CHESS BOARD.

The board must be so placed during play that each combatant has a white square in his right hand corner. If, during the progress of a game, either player discovers that the board has been improperly placed, he may insist on its being adjusted.

II.—THE CHESSMEN.

If, at any time in the course of a game, it is found that the men were not properly placed, or that one or more of them were omitted at the beginning, the game in question must be annulled. If at any time it is discovered that a man has been dropped off the board, and moves have been made in its absence, such moves shall be retracted, and the man restored. If the players cannot agree as to the square on which it should be replaced, the game must be annulled,

III.—THE RIGHT OF MOVE AND CHOICE OF COLOR.

The right of making the first move and (if either player require it) of choosing the color which shall be retained throughout the sitting, must be decided by lot. In any series of games, between the same players at one sitting, each shall have the first move alternately in all the games, whether won or drawn. In an annulled game, the player who had the first move in that game shall move first in the next.

IV.—COMMENCING OUT OF TURN.

If a player makes the first move in a game when it is not his turn to do so, the game must be annulled if the error has been noticed before both players have completed the fourth move. After four moves on each side have been made the game must be played out as it stands.

V.—PLAYING TWO MOVES IN SUCCESSION.

If in the course of a game a player move a man when it is not his turn to play, he must retract the said move, and, after his adversary has moved, must play the man wrongly moved, if it can be played legally.

VI.—TOUCH AND MOVE.

A player must never touch any of the men except when it is his turn to play, or except when he touches a man for the purpose of adjusting it, in which latter case he must, before touching it, say, "I adjust," or words to that effect. A player who touches with his hand (except accidentally) one of his own men when it is his turn to play, must move

it if it can be legally moved, unless before touching it he say "I adjust," as above; and a player who touches one of his adversary's men, under the same conditions, must take it if he can legally do so. If in either case the move cannot be legally made, the offender must move his King, but in the event of the King having no legal move there shall be no penalty. If a player hold a man in his hand undecided on which square to play it, his adversary may require him to replace it until he has decided on its destination; that man, however, must be moved. If a player, when it is his turn to play, touch with his hand (except accidentally or in "castling") more than one of his own men, he must play any one of them legally moveable that his opponent selects. If under the same circumstances he touches two or more of the adversary's men, he must capture whichever of them his antagonist chooses, provided it can be legally taken. If it happen that none of the men so touched can be moved or captured, the offender must move his King; but if the King cannot be legally moved there shall be no penalty.

VII.—FALSE MOVES AND ILLEGAL MOVES.

If a player makes a false move, that is, either by playing a man of his own to a square to which it cannot be legally moved, or by capturing an adverse man by a move which cannot be legally made, he must at the choice of his opponent, and according to the case, either move his own man legally, capture the man legally, or move any other man legally moveable. If in the course of a game an illegality be discovered (not involving a King being

in "check"), and the move on which it was committed has been replied to, and not more than four moves on each side have been made subsequently, all these latter moves, including that in which the illegality was committed, must be retracted. If more than four moves on each side have been made, the game must be played out as it stands.

VIII.—"CHECK."

A player must audibly say "check!" when he makes a move which puts the hostile King in check. The mere announcement of check shall have no signification if check be not actually given. If check be given, but not announced, and the adversary make a move which obviates the check, the move must stand. If check be given and announced, and the adversary neglect to obviate it, he shall not have the option of capturing the checking piece, or of covering, but must move his King out of check; but if the King have no legal move, there shall be no penalty. If in the course of a game it be discovered that a King has been left in check for one or more moves on either side, all the moves subsequent to that on which the check was given must be retracted. Should these not be remembered, the game must be annulled.

IX.—ENFORCING PENALTIES.

A player is not bound to enforce a penalty. A penalty can only be enforced by a player before he has touched a man in reply. Should he touch a man in reply, in consequence of a false or illegal move of his opponent, or a false cry of "check," he shall not be compelled to move that man, and his right to enforce a penalty shall remain. When the

King is moved as a penalty it cannot castle on that move.

X.—CASTLING.

In castling the player shall move King and Rook simultaneously, or shall touch the King first. If he touch the Rook first, he must not quit it before having touched the King, or his opponent may claim the move of the Rook as a complete move. When the odds of either Rook or both Rooks are given, the player giving the odds shall be allowed to move his King as in castling, as though the Rooks were on the board.

XI.—COUNTING FIFTY MOVES.

A player may call upon his opponent to draw the game, or to mate him within fifty moves on each side, whenever his opponent persists repeating a particular check or series of checks, or the same line of play, or whenever he has a King alone on the board, or

King and Queen	}	Against an equal or superior force.
King and Rook		
King and Bishop		
King and Knight		

King and two Bishops	}	Against King and Queen.
King and two Knights		
King, Bishop, and Knight		

and in all analogous cases; and whenever one player considers that his opponent can force the game, or that neither side can win it, he has the right of submitting the case to the umpire or bystanders, who shall decide whether it is one for the fifty move counting. Should he not be mated within the fifty moves, he may claim that the game shall proceed.

XII.—PAWN TAKEN IN PASSING.

Should a player be left with no other move than taking a pawn in passing, he shall be bound to play that move.

XIII.—QUEENING A PAWN.

When a Pawn has reached the eighth square, the player has the opportunity of selecting a piece, whether such piece has been previously lost or not, whose name and powers it shall then assume, or of deciding that it shall remain a Pawn.

XIV.—ABANDONING A GAME.

If a player abandon the game, discontinue his moves, voluntarily resign, wilfully upset the board, or refuse to abide by these Laws, or to submit to the decision of the umpire, he must be considered to have lost the game.

XV.—THE UMPIRE OR BYSTANDERS.

The umpire shall have authority to decide any question whatever that may arise in the course of a game, but must never interfere except when appealed to. He must always apply the Laws as herein expressed, and neither assume the power of modifying them, nor of deviating from them in particular cases, according to his own judgment. When a question is submitted to the umpire or bystanders by both players, their decision shall be final and binding on both players. The term bystander shall comprise any impartial player of eminence who can be appealed to, absent or present.

CHAPTER V.

**General Observations.—General Principles.—
The Openings.**

A GAME of Chess may be divided into three sections—The Opening—the Middle Game—and the Ending. Of these the first and the last may be acquired by “book study,” but to excel in playing the middle game, models from the best masters must be carefully examined, coupled with improving practice with strong players. The primary object at the commencement of a game should be to liberate the pieces, and rapidly develop them into commanding positions. The player who moves first has a temporal advantage, he is enabled to select his own Opening, and this “temporary attack,” if conducted with accuracy, will reduce the opponent, for some time at least, to a limited selection of defensive moves. Theory, however, furnishes us with a satisfactory defence to every attack that has yet been discovered, and with care the advantage of the first move must cease sooner or later. The system we have adopted to introduce to the student this important branch of Chess playing, is to present him with a series of illustrative games, with reasons assigned for every move, supplemented by such information on the nomenclature and tactics of the game as our narrow limits will permit.

These preliminary games are inserted simply to provide the beginner with some games for practice,

and are not to be considered models of the best play; they have been selected more on account of their brevity and brilliancy than other qualifications. Games correctly played by the attack and the defence are usually devoid of *special* interest, and would probably be found too tedious by the learner. When he has mastered the "*first steps*" from this Primer, he can commence his course of study with "The Synopsis of the Chess Openings," by the present author, which may be considered a supplement to this little work; and, for more exhaustive and extensive analyses, he may obtain the celebrated "Handbuch des Schachspiels," a veritable Encyclopædia of the game.

General Principles.

THE following are a few general observations, culled from Jaenisch, on the elementary principles of opening the game. At the commencement of a game the K B P's square is the weakest point on each side, and, consequently, this square becomes the centre of attack in the leading openings.

1. The most advisable position for the K B to occupy early in the game is Q B 4, for the Bishop from this square assails the enemy's weak point before alluded to.

2. The best place for the K Kt at the beginning of the game is at K B 3, for in this position he has much more scope than at K 2 or K R 3. At K B 3 he not only acts as a strong defence at home, but, if permitted, may advance to K 5 or K Kt 5, menacing the adverse K B P.

3. It is generally better to bring out the K B before moving P to Q 3.

4. Each player should endeavour to establish his Pawns in the centre of the board, on K 4 and Q 4 squares, for in this position they frequently restrain the adversary in the development of his pieces.

5. A most important object in play should be to *gain time*, that is to let every move, if possible, be attacking, reducing the adversary to the fewest lines of defence. Many are the rules and suggestions laid down by writers for manipulating the pieces; we have not space to enlarge on the subject, "Experience is the best teacher."

The Openings.

IN order that the learner may the more easily distinguish between the different methods of opening the game, they are classified according to the first move of each player, so that when both commence with P to K 4 it is termed the Royal or Regular Opening, which is again sub-divided into four sections, named from the second move of the first player, thus :—

If 2 Kt to K B 3=King's Knight's Opening.

2 B to B 4=King's Bishop's Opening.

2 P to Q 4 or Kt to Q B 3=Miscellaneous Openings.

2 P to K B 4=King's Gambit.

But should the first player begin with P to K 4, and his opponent's reply be otherwise, it is styled a *Semi-Irregular Opening*, and when the first player does not advance the King's Pawn, but plays any other Pawn, it is termed an Irregular Opening. The other sub-divisions may be learned from "The Synopsis of the Chess Openings,"

CHAPTER VI.

**Games, with Explanatory Notes, and Reasons
for every Move, for the Use of Learners.**

If the men are arranged in proper order for the commencement of a game, according to the diagram on page 8, it will be seen that the only pieces that have the power of moving are the Knights—and that in order to liberate the other pieces it will be necessary to move one of the Pawns.

It is of consequence which Pawn is played upon the first move. The King's Pawn, two squares, is more frequently played than any other, for it liberates the most valuable piece, the Queen; also the King's Bishop, which is a powerful attacking piece in the opening of a game.

Therefore we record these moves—

WHITE.

1 P to K 4

BLACK.

1 P to K 4

(Pawn to King's fourth square) (Pawn to King's fourth square)

Both players take advantage of the privilege accorded to the Pawn of moving two squares on the first move (see page 14).

White might have opened with the Queen's Pawn, two squares; it would have equally freed two pieces, the Queen and the Queen's Bishop, but the Queen would not have had such scope, and the King's Bishop is a more attacking piece than the Queen's Bishop.

2 Kt to K B 3
(Knight to King's Bishop,
third square.)

2 Kt to Q B 3
(Knight to Queen's Bishop,
third square.)

White attacks Black's King's Pawn, threatening to take it with the Knight; this line of play is the most popular method of framing an attack. Black defends the attacked Pawn with the Queen's Knight, so that should White take Black's Pawn, Black would answer with 2; Knight takes Knight, winning a piece.

Black has several other defences at command—

1. He could have played 2 Pawn to King's Bishop's third, but it would only apparently defend Black's Pawn, as White could advantageously play 3 Knight takes King's Pawn; and should Black capture the Knight with the Pawn, White could gain a decisive advantage by 4 Queen to Rook's fifth (check).

2. Black could play 2 Bishop to Queen's third; but that would not be good play, as it would shut in the Queen's Pawn and the Queen's Bishop for some time, and seriously prevent the development of the pieces.

3. Black could defend the attacked Pawn by 2 Queen to King's Bishop's third, but it is weak play to defend an inferior piece with a superior; further, it is not prudent to play the Queen into the game at so early a stage, as the opponent can gain time by attacking her.

4. The defence of Black 2 Pawn to Queen's third will be considered in another game—

3 P to Q 4
(Pawn to Queen's fourth.)

3 P takes P
(Pawn takes Pawn.)

White by the temporary sacrifice of the Queen's Pawn further opens the game, and makes a passage for his Queen's Bishop.

Black's reply is considered better play than taking the Pawn with the Knight. Black could have moved 8 Pawn to Queen's third, but that would have shut in the King's Bishop.

4 Kt takes P
(Knight takes Pawn.)

4 B to Q B 4
(Bishop to Queen's Bishop's fourth.)

White recovers the Pawn he has lost, but he could have deferred doing so for several moves later, as it would have been impossible for Black to keep the Pawn he had gained, except at a disadvantage of position.

Black plays his Bishop to the square recommended in the general principles (note 1, page 80). He also threatens to win the white Knight by attacking it with another piece.

5 Kt takes Kt
(Knight takes Knight.)

5 Kt P takes Kt
(Knight's Pawn takes Knight.)

White exchanges Knights to avoid losing a piece, but it would have been much better to have played 5 Knight to King's Bishop's fifth square, threatening to capture the Knight's Pawn, checking.

Black takes the Knight with the Knight's Pawn in preference to taking it with the Queen's Pawn, which would have given White an opportunity of exchanging Queens and depriving Black of the privilege of castling. It should be pointed out that Black had a better move than the move played. He could have played Queen to King's Bishop's third, threatening Queen takes King's Bishop's Pawn *mate*, and afterwards recovered the piece with a better game.

6 B to Q B 4
(Bishop to Queen's Bishop's fourth.)

6 Kt to K B 3
(Knight to King's Bishop's third.)

White plays his Bishop to the best position, as before pointed out.

Black brings out his Knight, in order to "castle" or to move his Queen's Pawn two squares without the danger of losing it.

7 P to K 5
(Pawn to King's fifth.)

7 Kt to K 5
(Knight to King's fifth.)

White attacks Black's Knight with his King's Pawn. It is a premature attack, which should result unfavourably.

Black threatens the King's Bishop's Pawn with two pieces, the Bishop and the Knight.

8 Castles
(Castles King's Rook.)

8 Kt takes K B P

Knight takes King's Bishop's Pawn.)

White's move is very hazardous. It would have been better to have played the Queen to King's Bishop's third square, threatening Black's weak point, the King's Bishop's Pawn.

Black wins a Pawn, and attacks the Queen.

9 Q to K B 3
(Queen to King's Bishop's third.)

9 Kt to Kt 5 dis ch
(Knight to Knight's fifth discovering check.)

White removes his Queen from danger, and also threatens to checkmate by Queen takes King's Bishop's Pawn. Had he played 9 Rook takes Knight, Black would have obtained a decisive advantage by 9 Bishop takes Rook check; then, if White play 10 King takes Bishop, Black would then check with the Queen at Rook's fifth, followed by taking White's Bishop on Queen's Bishop's fourth square.

10 K to R sq
(King to Rook's square.)

10 Q to R 5
(Queen to King's Rook's fifth.)

White plays his best move; had he interposed his Rook, Black could have won a piece.

Black's move is very powerful, for he threatens Queen takes King's Rook's Pawn, mate! and leaves the Queen's square vacant as a safe retreat for the King when checked by an opposing piece from King's Bishop's seventh square.

11 B takes P ch	11 K to Q sq
(Bishop takes King's Bishop's	(King to Queen's square.)
Pawn check.	

If White had taken this Pawn with his Queen checking, it would have exposed him to an attack by Black playing, presently, Rook to King's Bishop's square, winning the White Queen for two pieces, a Rook and a Bishop.

Black cannot take the Bishop, as that piece is guarded by the Queen. He therefore plays his King to the safest square.

12 P to K R 3	12 P to Q 4
---------------	-------------

White attacks the adverse Knight, and prevents the checkmate that was threatened.

Black opens squares for his King, and guards the Knight on Knight's fifth square by the Queen's Bishop.

13 B to Q 2	13 Kt to B 7 ch
(Bishop to Queen's second.)	(Knight to King's Bishop seventh check.)

14 R takes Kt	14 B takes R
(Rook takes Knight.)	(Bishop takes Rook.)

White, of course, captures the piece, for he could do nothing else to avoid an embarrassing attack.

Black takes the Rook with his Bishop; he could have taken it with his Queen, but that would have exposed him to a serious attack by Bishop to King's Knight's fifth check.

15 Kt to Q B 3
(Knight to Queen's Bishop's
third.)

15 R to K B sq
(Rook to King's Bishop's
square.)

White releases the Queen's Rook.

Black has no better move, for if he had played Bishop to Queen's second, White could have answered with Pawn to King's sixth.

16 Kt to K 4
(Knight to King's fourth.)

16 P takes Kt
(Pawn takes Knight.)

White's move is a very elegant conception, as the sequel will show; for if Black falls into the trap, White will win the game.

Black does capture the Knight, but he should have taken the King's Bishop with the Rook.

17 Q takes B
(Queen takes Bishop.)

17 Q takes Q
(Queen takes Queen.)

White's move is beautiful and decisive; the learner will see that positions may occur where it is advantageous to sacrifice even a Queen for one of the minor pieces.

Black's Queen is drawn away from the seat of action by this move; it would, perhaps, have been better to have left the bait alone, but Black's game is hopelessly lost whatever he plays.

18 B to Kt 5 ch
(Bishop to Knight's fifth check.)

18 Q to B 3
(Queen to King's Bishop's third.)

White plays the move upon which he relied to win the game, when making the sacrifices of his Queen and Knight.

Black has nothing better to do, for if he plays his King to Queen's second, the only other move open to

him, White would mate in two moves by checking it with the Rook at the Queen's square. Black could then only interpose the Queen at Queen's fifth, then follows Rook takes Queen Mate !

19 P takes Q
(Pawn takes Queen.)

19 P takes P
(Pawn takes Pawn.)

White plays the winning move.

Black could have prolonged the game, but it was already lost. Had he played Bishop to Queen's second square, to prevent the threatened check with the Rook which follows, White would have continued Pawn takes Pawn discovering check from the Bishop; then have taken the Rook with the Pawn, obtaining a Queen and winning; and had he taken the White Bishop with Rook, then White wins by Pawn takes Pawn, discovering check from the Bishop, and then plays his Pawn to King's Knight's eighth square, becoming a Queen.

20 B takes P ch
(Bishop takes Pawn check.)

20 K to Q 2
(King to Queen's second).

White now mates in two moves by force.

Black plays his only move.

21 R to Q sq mate.
(Rook to Queen's square checkmate.)

Black loses the game, for he is checkmated. He cannot get out of check by interposing a piece. He cannot play to King's square, for that is covered by the white King's Bishop; neither King's second, that is attacked by the white Queen's Bishop; or the King's third, for that would expose him to a check from the King's Bishop.



WHITE.

- 1 P to K 4
2 Kt to K B 3

White has attacked the K P. Black adopts "The Italian Defence," now considered best.

- 3 B to Q B 4

BLACK.

- 1 P to K 4
2 Kt to Q B 3

- 3 B to Q B 4

Both players move their K Bishops to the most favourable position, as advised in the General Principles, page 80. This method of opening the game is termed "Giucoco Piano;" the pieces are developed with regularity on either side.

- 4 P to Q B 3

- 4 Kt to K B 3

White intends to establish his Pawns in the centre of the board by playing 5 P to Q 4, as advised in note 4, page 81. Black's move is considered the best reply, though 1 P to Q 3 might be played without danger.

- 5 P to Q 4

- 5 P takes P

White has attacked Black's Bishop. Black plays the best move. Had he retired B to Kt 3, White could play with advantage 6 P takes P; and if Black plays in reply 6 Kt takes K P, White 7 Q to Q 5, menacing checkmate, and winning a piece.

- 6 P takes P

- 6 B to Q Kt 5 check

White's move is now admitted to be better than the old continuation of 6 P to K 5. Black plays correctly in giving check, as it enables him afterwards to break up White's centre Pawns.

- 7 B to Q 2

- 7 B takes B check

White brings out a piece by interposing the B. Kt Q B 3 would have effected the same object, but

is far inferior to the move adopted. Black plays the best move, though 7 Kt takes K P is little inferior.

8 Q Kt takes B

8 P to Q 4

Taking the B with Q Kt is far superior to K Kt takes B, as a piece is brought out and the Q R released. Black by his move breaks up his adversary's centre Pawns, and liberates the Q B. Modern authorities justly prefer for Black 8 Kt takes K P, followed, if White plays 9 Kt takes Kt, by 9 P to Q 4, regaining his piece with a safe game.

9 P takes P

9 K Kt takes P

Black by his eighth move challenged the exchange of Pawns, which White is compelled to accept.

10 Q to Q Kt 3

10 Q Kt to K 2

White attacks the adverse K Kt with two pieces. Black defends it in the best way open to him. Had he removed the attacked Kt, White could take his K B P with Bishop checking. Black may not then capture the B, as it would be guarded by the Q.

11 Castles (K R)

11 Castles

For the method of "castling," and advantages attendant, see definition 24, page 21.

12 K R to K sq

12 Kt to K B 5

It is generally good play to take possession of an open file with a Rook.

13 K R to K 4

13 Q Kt (from K 2) to K Kt 3

White attacks Black's K Kt. Black guards it with the Q Kt, which is superior to retreating the K Kt from B 5 to Kt 3.

14 Q R to K sq

14 Q to K B 3

White "doubles his Rooks," which is strong play. Black brings his Q into play, but at this point he has an inferior position.

15 Kt K 5

15 Q to K Kt 4

White now threatens to capture Black's K B P with B. Black plays a *counter attack*, menacing checkmate by Q takes K Kt P. The Q could not be captured, as she is guarded by the Kt on B 5. His better course, however, would have been to exchange Knights.

16 B takes K B P check

16 K to R sq

White by this line of play wins the game. Black plays the only move to prolong the struggle; for if R takes B, White wins by Q takes R ch, and mates in two more moves by Q K 8 ch, etc.

17 Kt takes Kt ch

17 P takes Kt

If Black plays Kt takes Kt, White would simply play B takes Kt, destroying Black's attack.

18 Q K Kt 3

18 Q takes Q

White prevents the threatened mate, and challenges the exchange of Queens. If Black had moved the Q, White would save his Bishop.

19 R P takes Q

19 R takes B

This exchange of pieces is favourable for White.

20 R takes Kt

20 K to Kt sq

Black should have played B to K B 4, and if White attacked it with K Kt P, retreated the B to K 8, offering to exchange Rooks, and attacking the adverse Q R P; but White would probably have won, on account of the strength of his Pawns on the King's side of the board.

21 Q R to K 8 ch

21 K to R 2

Black by his oversight loses a clear Rook and resigns. Good players resign a hopeless game, but

as learners often fail to take advantage of a superiority of force, we append a termination.

22 R takes R

22 P Q Kt 3

White could have played Rook to Rook's fourth checkmate.

Black plays to liberate his Rook.

23 R from K B 7 to K B 8

23 P K Kt 4

Black plays this Pawn to prevent immediate checkmate, which White threatened by R to K R 8.

24 R takes B

24 R takes R

25 R takes R

25 K to Kt 3

26 R K B 8

26 P K Kt 5

White plays his Rook to limit the range of the Black King; after this move he cannot be played on the King's Bishop's file.

27 Kt K 4

27 P to Q R 4

28 P K B 4

28 P Q Kt 4

29 P K B 5 ch

29 K to K R 2

If Black move K to K R 3 or to K R 4, White mates with the Rook at K R 8. White now forces mate in three moves.

30 Kt Kt 5 ch

30 K to K R 3

31 Kt to K B 7 ch

31 K to R 2 or R 4

32 R K R 8 mate!

White's Rook being guarded by the Knight, cannot be captured; and as Black cannot extricate himself from the check he is checkmated, and White wins the game.

WHITE.

- 1 P to K 4
2 Kt to K B 3

BLACK.

- 1 P to K 4
2 P to Q 3

Black's move constitutes "The Philidorian Defence" to the K Kt game.

- 3 P to Q 4

- 3 B to K Kt 5

White's move is the best he can make to liberate his pieces. Black's reply is incorrect, and, as will be seen from the present game, permits White to make a powerful attack. The correct move is P takes P.

- 4 P takes P

- 4 B takes Kt

If Black, instead of taking the Kt, had taken Pawn with Pawn, White changes Queens and wins a Pawn by capturing the adverse King's Pawn with his Kt.

- 5 Q takes B
6 B to Q B 4

- 5 P takes P
6 Kt to K B 3

At the sixth move White threatened to take the K B P with the Queen, checkmating.

- 7 Q to Q Kt 3

- 7 Q to K 2

Black has played thus to guard the K B P, and to challenge an exchange of Queens by checking at Q Kt 5, which would relieve him from all attack. The move is wrong, however, as it shuts in the K B.

- 8 Kt to Q B 3

- 8 P to Q B 3

Black's last moves preserves his Q Kt P, which White threatened to take with Q.

- 9 B to K Kt 5

- 9 P to Q Kt 4

Apparently driving away the adverse K B, but White is enabled, by skilful sacrifices, to win the game, from this point, by force.

10 Kt takes Kt P

10 P takes Kt

11 B takes Kt P ch

11 Q Kt to Q 2

Black plays the natural moves, but he would have done better in moving K to Q sq, though even then subjected to a most embarrassing attack.

12 Castles Q R

12 R to Q sq

Black has no better move, as White threatens at least to take the K Kt with B and the Q Kt with R, winning Black's Queen for a Bishop and a Rook.

13 R takes Kt

13 R takes R

The sacrifice of "the exchange," which prevents Black from liberating his pieces from their confinement, except by the sacrifice of the Q, wins the game for White.

14 R to Q sq

14 Q to K 3

Black offers the exchange of Queens as a last resource, but in vain.

15 B takes R ch

15 Kt takes B

Black could have prolonged the game by taking the Bishop with the Queen. Let the student try and discover why taking with the Knight is immediately fatal.

16 Q to Kt 8 ch

16 Kt takes Q

White's move is uncommonly beautiful, as the capture of the Queen is compulsory, there being no other move to extricate the King from "check," and on the following move White plays—

17 R to Q 8 mate!



WHITE.

1 P to K 4

Black plays the "Sicilian Defence," one of the forms of the "close game," which consists in afterwards advancing the King's Pawn one square instead of two, and deploying the pieces on the Queen's side of the board.

2 Kt to K B 3

White's move is considered the best at his command.

3 Kt to Q B 3

White brings out a piece, but P to Q 4 is generally preferred. Black plays to guard his Q Kt 4 sq from the inroad of either adverse Kt, after White has played his Q P 2 and exchanged Pawns.

4 P to Q R 4

There is no immediate object in White's move, but in the "close openings" *waiting* moves may often be played without danger. Black commences to develop his pieces.

5 P to Q 4

White plays the move usually adopted in analogous positions. Black must exchange Pawns to prevent White playing P to Q 5, which, in the close game, is embarrassing to the defence. P to Q 4 would lose a Pawn.

6 Kt takes P

White immediately recovers his Pawn.

7 Kt takes Kt

White could not guard his Kt by B to K 3, on account of its leaving the Q Kt P en prise. Black's

BLACK.

1 P to Q B 4

2 P to K 3

3 P to Q R 3

4 Kt Q B 3

5 P takes P

6 Q to Q Kt 3

7 Kt P takes Kt

object in taking the Kt with Kt P instead of Q P, is to be able to deploy his Q B to Q Kt 2.

8 B to Q 3

8 B to Q B 4

In this opening, Q 3 square is a better position for White's Bishop than Q B 4, as the attack on Black's K B P is intercepted by the P on K 3; moreover, at Q B 4 it could be immediately driven back by P to Q 4.

9 Castles K R .

9 Kt K 2

Black prepares to Castle on the King's side.

10 K to K R sq

10 Castles

White plays his K to the corner, to be enabled to advance K B P, and attack Black's King when "castled." He could not advance it before playing this move, as the King would be exposed to a check from Black's B on Q B 4. Black could not safely take the K B P, on account of White replying 11 Q to K B 3. Black must then play B to Q B 4 to save the piece; then White plays 12 Q takes K B P ch, followed by 13 Q takes K Kt P with a very superior game.

11 P K B 4

11 P K B 4

White intends, if permitted, to push this Pawn on to K B 5 and K B 6. Black plays the only move to prevent its advance.

12 B to Q 2

12 P takes K P

White plays this B with the intention of placing it in a commanding position on Q B 3, after he has removed his Kt. Further, he leaves his Q Kt P as a bait. If captured by the adverse Queen, White would win her for a Rook by playing Q R to Q Kt sq and R to Q Kt 8 in succession. The move adopted by Black only gives the advantage to his opponent.

13 Kt takes K P

13 Kt K B 4

Black plays the Kt to this square, to prevent the fatal consequences of White playing Q to K R 5, etc.

14 Q to K R 5

14 B to K 2

White commences a very powerful attack, and now threatens to play P to K Kt 4 next move. Black retreats his B with safety, and renders nugatory the advance of the adverse Kt P.

15 B to Q B 3

15 P to K Kt 3

White's Bishops are strongly placed. When Bishops command the diagonals against the adverse King, they are usually productive of an overwhelming attack. Black drives back the White Queen, but further exposes his own King.

16 Q to K R 3

16 B to Q Kt 2

White retreats his Queen to the best position, maintaining his attack on the K R P. Black "loses time" by moving the B; he should have played P to Q 4.

17 Q R to K sq

17 Q R to K sq

White plays to prevent the adverse Kt planting itself on K 6. Black indirectly guards his K P.

18 Kt to K B 2

18 B to K B 3

White lays a deeply devised scheme, intending to play, if permitted, the Kt to K Kt 4, then take the adverse Kt with his B, and mate with Kt at K R 6. Black plays the correct move, shutting off the action of the White Bishop.

19 B takes B

19 R takes B

20 Kt to Kt 4

20 K R to K B sq

White attacks Black's Rook. If Black retires R to K B 2, he loses "the exchange," White playing B takes Kt, followed by Kt to R 6 ch,

21 B takes Kt

21 Kt P takes B

White's combination wins the game ; for if Black takes B with K P he loses "the exchange," for White might reply 22 Kt to B 6 check, and if Black plays 22 R takes Kt, White 22 R takes R check.

22 Kt to R 6 ch

22 K to Kt 2

Black's only move ; for if K to K R sq, White wins by Q to Q B 3 check.

23 Q to K Kt 3 ch

23 K R sq

White compels the K to move to R sq ; for if Black takes the Kt or plays K to K B 3, White mates by Q to K Kt 5.

24 Q to Q B 3 ch

24 P to K 4

Black's only move.

25 R takes K P

White now forces *checkmate* by threatening a deadly check by discovery from his Queen. If Black plays K to Kt 2, he is mated in two moves. If he takes the Rook in two moves, and, finally, if he plays R to B 3, he is mated in three moves. These simple endings are left for the learner's solution.

CHAPTER VII.

Endings of Games.

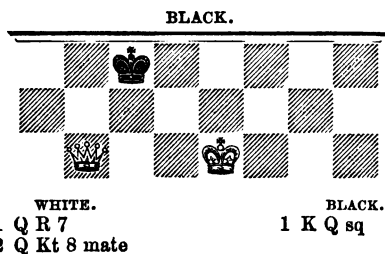
The most difficult department in Chess study is the Endings of games. Our illustrations must be very few, but, coupled with some general results, may prove useful to the learner. The positions are taken principally from "Staunton's Handbook."

I.—KING AND QUEEN AGAINST KING.

This is the most simple of all the check mates. First, force the single King to one of the end *files*; then by bringing up the King, mate must follow in a few moves. There is great danger in this ending of stale-mating the adversary.

DIAGRAM 1.

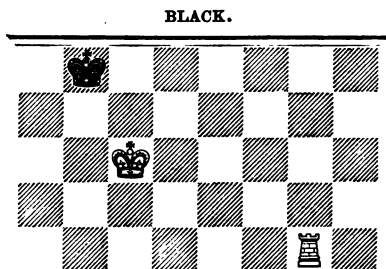
In this position White to move and mate in two moves.



II.—KING AND ROOK AGAINST KING.

This is also an easy check mate. Force the King to one of the end files, and then bring up the King. The following example will make this plain :—

DIAGRAM 2.



WHITE.

1 R K Kt 7
 2 K Kt 6
 3 R Kt 8 mate

BLACK.

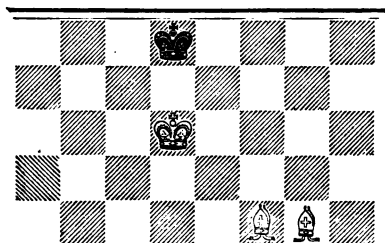
1 K R sq
 2 K Kt sq

III.—KING AND TWO BISHOPS AGAINST KING.

The two Bishops can check mate with the assistance of their own King. The adverse King must be forced to one of the corner squares.

DIAGRAM 3.

BLACK.



WHITE.

- 1 B K Kt 5 ch
- 2 K K 6
- 3 B K B 5
- 4 B K Kt 6 ch
- 5 B R 6 ch
- 6 K B 6
- 7 B K Kt sq
- 8 K Kt 6
- 9 B Q B 2
- 10 B Kt 3 ch
- 11 B Kt 7 mate.

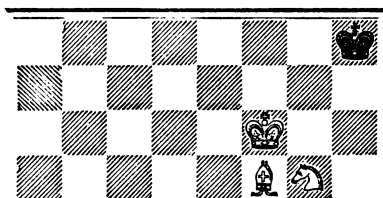
BLACK.

- 1 K K sq
- 2 K K B sq
- 3 K K sq
- 4 K K B sq
- 5 K Kt sq
- 6 K R sq
- 7 K K Kt sq
- 8 K R sq
- 9 K Kt sq
- 10 K R sq

IV.—KING, BISHOP AND KNIGHT AGAINST KING.

This is extremely difficult for a novice to accomplish. The *modus operandi* must be frequently practised in order to win in such a position within the stipulated number of moves. The single King must be driven to one of the corner squares commanded by the Bishop.

DIAGRAM 4.



WHITE.

- 1 Kt K B 7 ch
- 2 B K 4
- 3 B K R 7
- 4 Kt K 5

BLACK.

- 1 K Kt sq
- 2 K B sq
- 3 K K sq
- 4 K B sq

If Black play K to Q sq mate follows in about the same number of moves.

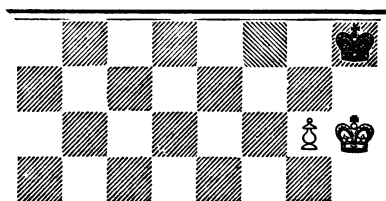
- 5 Kt to Q 7 ch
- 6 K to K 6
- 7 K to Q 6
- 8 B to K Kt 6 ch
- 9 Kt to Q B 5
- 10 B to B 7
- 11 Kt to Kt 7 ch
- 12 K to B 6
- 13 K to Kt 6
- 14 B to K 6 ch
- 15 Kt to B 5
- 16 B to Q 7
- 17 Kt to R 6 ch
- 18 B to B 6 check mate.

- 5 K to K sq
- 6 K to Q sq
- 7 K to K sq best
- 8 K to Q sq
- 9 K to Q B sq
- 10 K to Q sq
- 11 K to B sq
- 12 K to Kt sq
- 13 K to B sq
- 14 K to Kt sq
- 15 K to R sq
- 16 K to Kt sq
- 17 K to R sq

V.—PAWN.

We now come to those endings in which the Kings and Pawns only are upon the board; but they are by no means the least interesting, and a study of the various positions is highly instructive. With King and Pawn left against King only, the winning or drawing of the game depends entirely upon which of the players has the "opposition." When the two Kings are opposite to each other (on the files, not the ranks), with one square between, the player who has not to move has the "opposition," and has the advantage, as will be shown directly. We will first take

DIAGRAM 1.



The winning or not of this position by White entirely depends upon whose turn it is to move; the Kings are opposite each other, and suppose White has to play, then Black will have the opposition, and will draw as follows:—

WHITE.

- 1 K to Kt 5th (a)
- 2 K to R 5th

BLACK.

- 1 K to Kt 2nd
- 2 K to Kt sq

If Black had played 2 K to R sq, White would have moved K to R 6th, gaining the opposition, and winning.

3 K to Kt 4th

4 K to B 5th

5 K to B 6th

3 K to Kt 2nd

4 K to Kt sq

5 K to B sq

And Black retains the opposition, drawing the game.

(a)

1 P to Kt 7th (ch)

1 K to Kt sq

And White must either give up the Pawn, or play K to Kt 6th, giving stalemate. Now suppose Black has to move first, which gives the opposition to White :—

WHITE.

2 P to Kt 7th

3 K to R 7th

4 P queens, and wins.

BLACK.

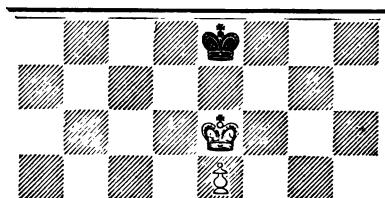
1 K to Kt sq

2 K to B 2nd

3 K moves

From this we gather this invariable rule :—“ If the Pawn, supported by the King, can be advanced to the seventh square *without giving check*, it will win ; on the contrary, if, when it reaches the seventh square, it *gives check*, the game will be drawn.”

DIAGRAM 2.



In this case White wins either with or without the move. In the first place :—

WHITE.

- 1 K to Q 6th
- 2 P to K 6th
- 3 P to K 7th

BLACK.

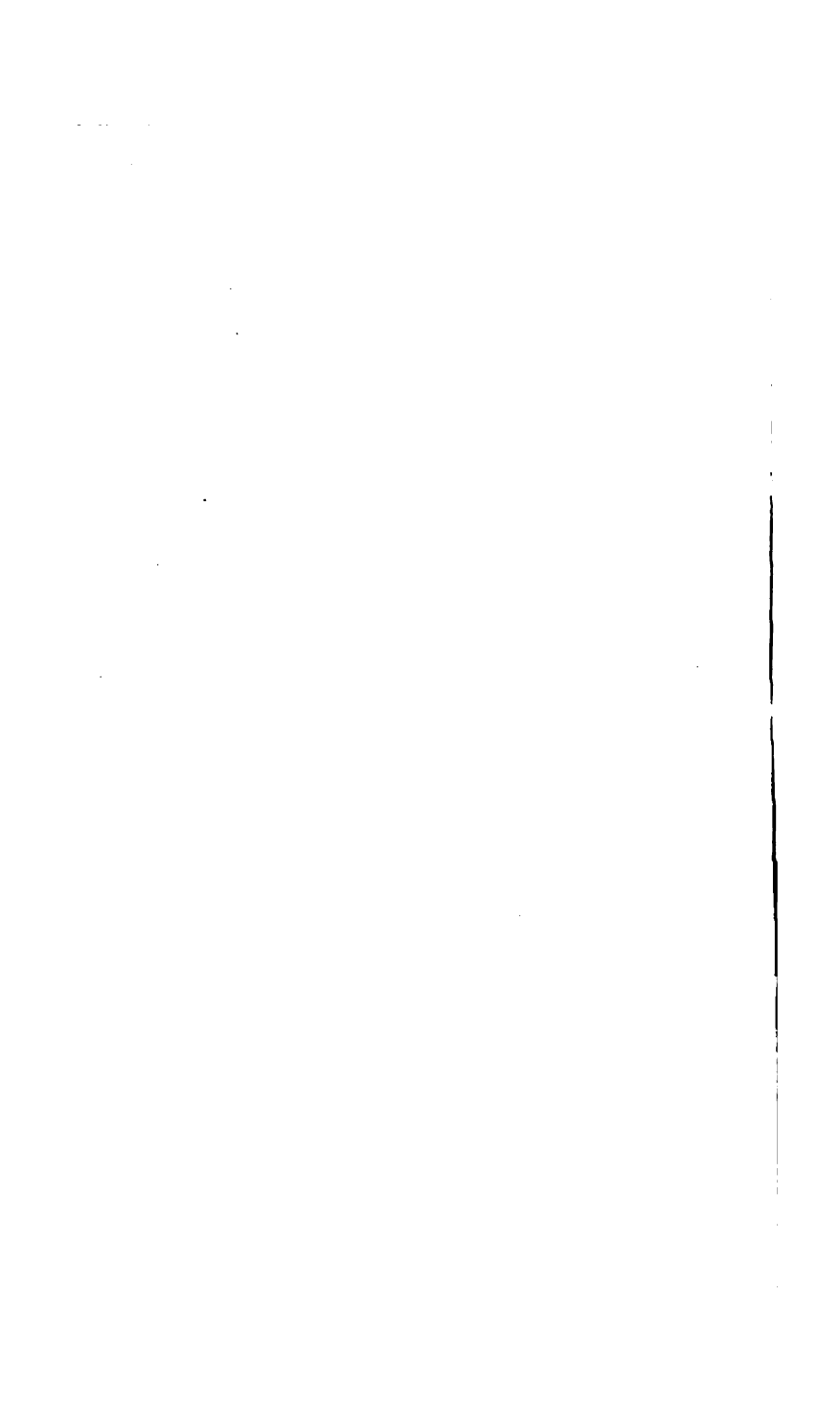
- 1 K to Q sq
- 2 K to K sq

Without giving check, and winning. In the second place :—

- 2 K to B 7th
- 3 P to K 6th (ch)
- 4 P to K 7th (ch)
- 5 P queens (ch), and wins.

- 1 K to Q sq
- 2 K to Q 2nd
- 3 K to Q sq
- 4 K to Q 2nd

In this latter case the Pawn gave check on arriving at the seventh square ; but the object of its advance to that square without giving check in the other examples—namely, the driving of Black's King away so as to allow the White King to be played to a seventh square, supporting the Pawn—had been previously attained. Hence we arrive at another invariable rule :—“ If the player having King and Pawn (moved or unmoved) can post the former upon the sixth square of the file on which the Pawn moves he will win, either with or without the move, unless, of course, the Pawn can be attacked by the adverse King, compelling him to retreat for its defence.”



Demy 8vo, Cloth, Price 2s.6d.

SYNOPSIS OF THE CHESS OPENINGS :

A TABULATED ANALYSIS.

SECOND EDITION, WITH ADDITIONS AND EMENDATIONS.

By WILLIAM COOK.

EXTRACTS FROM REVIEWS.

"Taking it all in all, we are of opinion that the *Synopsis* will deservedly attain more popularity than any Chess book that has ever been written in the English language."—*Field*.

"The principal variations in the Openings are so fully and clearly set forth in the Tables that criticism must necessarily run to praise—and we venture to say that it will prove the most successful Chess work that has issued from the English press for the last eleven years."—*Westminster Papers*.

"We are able cordially to recommend the *Synopsis* to the student, as a valuable compendium of Chess book learning, brought down to the very latest date."—*City of London Chess Magazine*.

"To beginners and others about to commence a study of the Openings, we can cordially recommend this little work. The author is a careful compiler, and has given the leading moves in the various Openings, together with the latest lights thereon, in a tabular form of notation, which is a great improvement on the method generally employed."—*Illustrated London News*.

"The author has taken great pains; his acquaintance with Chess literature is great, and he has accomplished the task he set himself—that of making a Synopsis of the Openings."—*Sportsman*.

"We must congratulate Mr. Cook upon the work, taken as a whole. He has shewn that his theoretic knowledge is exceedingly wide."—*Athenæum*.

LONDON : W. W. MORGAN, 67 Barbican.

USEFUL CHESS SETS.



THE LEARNER'S SET OF CHESSMEN

Carriage paid, 1/6.

Board for ditto, 1/- (including carriage).

THE STUDENT'S SET (Staunton Shape)

Carriage paid, 6/6.

Board, 3/- (including carriage).

THE CLUB SET

Carriage paid, 9/6.

Board, 5/- (including carriage).



Any of the above will be sent, on receipt of Stamps or P.O.O., by J. & W. GRIFFIN, "Observer" Office, Walsall.

N.B.—The Advertisers having secured a large stock of the above excellent Chess Sets at unexceptionally low rates, they are enabled to send them carriage free at the above prices, which will be found considerably below the usual charge.

—



